

ABSTRACT

The present invention relates to an animated gaming system that includes a housing configured to hold gaming components, a game controller, and a display area located in the housing that may have a plurality of prize displays located thereon. The prize displays may

5 display game related indicia. The game controller is configured to control game functions and components, present a game to a player, and randomly determine a game outcome. The animated

gaming system may also include an animated figure having at least one animated element movable between at least a first and a second position. In at least one position, the animated element is proximate at least one prize display. The animated figure also comprises an actuator

10 configured to move the animated element in response to signals from the game controller. The animated figure can be made to appear to indicate at least one prize display.